COURSE SYLLABUS

Figma Advanced

Take your Figma skills to the next level with this advanced prototyping course. Learn to use variables, modes, and conditionals to add more realistic interactivity to your prototypes.

> Group classes (Live Online) and onsite training are available for this course. For more information, email onsite@graduateschool.edu or visit: https://sdfm.graduateschool.edu/courses/figma-advanced



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Course Outline

Section 1

Sections in Prototyping

- Using Sections to Organize & Navigate a File
- Using Sections in Prototyping

Intro to Variables: Number Variables & Scoping

- Creating, Using, & Editing Number Variables
- Variable Scoping

Intro to Modes & String Variables (Text Variables)

- Creating & Applying String Variables
- Creating & Switching Modes

Prototyping a Tab Bar: Changing Variants with Variables

- Creating Variants
- Creating a Variable for the Variants
- Making it Interactive

Section 2

Shopping Cart Part 1: Prototyping with Variables

- Defining Products with Variables & Modes
- Connecting Content to the Variables
- Hiding Objects with Boolean Variables
- Adding Items to the Cart

Shopping Cart Part 2: Prototyping with Conditionals

- Defining Cart Variables

- Making the Cart Quantities Work
- Using a Conditional to Avoid Negative Numbers

Shopping Cart Part 3: Navigating Modes in a Variable

- Calculating the Cart Total
- Accessing Modes in a Variable

Design Systems: Light & Dark Mode (Variable Collections)

- Light & Dark Modes
- Variable Collections
- Using Primitive & Semantic Layers to Build a Design System